

## **Charrette (sha-ret):**

A charrette is a design activity where we imagine what can be done with this land around the Teen Project.

**Goal: To get everyone's ideas about what this place might look like and what types of things are wanted here. Think about the things that people would be doing here (events, activities) so that we can try to see what might need to be included in our plan.**

### **Directions:**

- **Site Visit:** We will walk around the site with our group leaders (See the map on the back). Some of the UH students will be at the points shown on the map. They will share some information about that area. Try to imagine what activities are best for the different areas.
  - Pay attention to the environment & surroundings (Sun, Wind, Trees, Water, Buildings, Neighbors).
  - Think about where is the best place to put a building, or the best place to put anything else.
  - Write down your ideas and draw sketches as you walk around to help you remember them later.
- **Design In Groups:** We will return to each group's table and start designing, drawing or writing to get your imagination down on paper.
  - Start by having a group discussion about what activities and events will be done here (share ideas)
  - Write down what types of buildings and other things that will be needed to do those activities and events
  - Use the large map posters to help you decide where things should go.
  - Remember the things you saw while walking around and the ideas you had then.
- **Materials:** Supplies are available at each table and in the center of the room for each group's use.
  - Use the architectural magazines and books in the library for more ideas and inspiration. (Please do not damage!!)
  - Use the markers, pencils, paper and other materials to create your design
- **Final Design:** Below we can see the kinds of things that an Architect would make.
  - Plans – what the site or building looks like from up above
    - Site plan – shows buildings, roads, sidewalks, trees, plants and how they are all arranged
    - Floor Plan – shows how all the rooms are put together inside the building and where the doors and windows should go
  - Elevations – drawings of the side of a building. They show where the doors and windows go, how tall the building is, what materials are on the outside, and what the roof looks like.
  - Models – Use the materials (cardboard, clay, paper) to build a model of what you think is important to show.
  - Writing – Write about what we think should be here, include the types of activities along with the way the place should feel.
- **Presentation:** After we are all done putting our ideas together in drawings and models, we will put them on display for everyone to see. Each group will have a chance to tell everyone about their ideas.

**HAVE FUN! THE ONLY LIMIT IS YOUR IMAGINATION!**

## Site Visit Walking Tour

Pay attention to environmental conditions (sun, wind, vegetation)

Write down and sketch your ideas

- A** Property Line Wall, Job Corps Buildings, Utitiles, Front Entry
- B** Automobile Storage, Barn, Job Corps Buildings
- C** R/C Track, Mortorcycle Tails, Vegetation
- D** Floodway, Stream, Vegetation, Neighbors
- E** Floodway, Stream, Vegetation, Animals
- F** Stream, Sidewalk, Community Gardens, Street, Neighbors
- G** Storm Drain, Vegetation, Neighbors, Street, Sidewalk
- H** Teen Project Facility

